TCS-015

Ops and Tactics: Firearms Training Manual

Practical Extended Shooting Sports System

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Introduction to the Shooting Sports

Welcome to the Shooting Sports! This module is built around providing rules for various shooting sport disciplines, that are participated in by millions of people worldwide. This book will cover various handgun, rifle, and shotgun style shooting sports, as well as a few unique shooting sports created specifically for this module.

Rules and Scoring

Rule Changes and Scoring

In Ops and Tactics, characters generally have a fixed amount of Combat Points per round. This module modifies that, by allowing a character an unlimited amount of Combat Points during their run, with no stop for turns. Feats that reduce Combat Point cost still function as normal, and any abilities, actions, or feats that have any timed aspect to them are restricted to a single run.

Scoring

Scoring is handled by Combat Point expenditure per run. A participant keeps track of how many combat points they spend on the run, adding any penalties they got from targets and any missed targets. The participant with the lowest score wins that run.

Engaging Targets and Missed Shots

A target is any one of a number of the PrESSS approved targets that has been set up on the course. All targets have Hit Points, that must be depleted before they are considered completed. Failing to deplete a target's Hit Points completely means the target is not completed. For targets that are scored, the attack roll the participant makes against the target is considered the score. Usually the two or three best scores a participant gives are scored, so a participant can improve the score of a target by shooting better, at the cost of more Combat Points.
Targets must also be assigned a specific shooting position, and must be engaged in that position. Rangemasters can also require that targets be engaged in a specific order, or can be engaged in any order.
Any target that isn't completed imparts a +15 Score Penalty per target to their total score.
A participant must score at least the same defense to receive that score. Ties go to the attacker, not the defender.

Attack Types

How targets are engaged is also changed. A participant can engage targets in a multiple ways, using different attacks available in Ops and Tactics, but how they are handled against targets is changed. The participant still only rolls a single attack roll, with the attack roll subtracted based on what kind of attack is performed.

Single Shot

There is no change to single shot attacks.

Potshot

There is no change to potshot attacks.

No-Miss Shot

The target does not get an Attack of Opportunity when performing No-miss shots. The target is scored as if the character has an attack roll of 15.

Chargeshot

There is no change to chargeshot attacks.

Double-fire

Two rounds are fired at a single target. The target is scored twice, at the normal attack roll.

Double Tap

Two rounds are fired at a single target. The first round in a double tap is scored at the normal attack roll. The second round is scored using the normal attack roll subtracted by the same recoil penalty of the double tap attack, before any recoil reduction from equipment or feats.

> Example: A character performs a double tap attack with a 9x19mm handgun and rolls a 21 total attack roll against a UML hexagon cardboard target, the attack roll including recoil reductions and equipment upgrades. The first round is scored at 21, giving them a +2 Score Penalty. The second round is scored using the first attack roll, minus the recoil reduction, which is CRP–3. 9x19mm has a CRP of –2, so the total reduction of the second attack is –5, and the second round is scored at 16, giving them a +3 Score Penalty.

Autofire

- **Slow ROF** All targets within the area affected are potentially hit by one round, scored using the normal attack roll subtracted by the same recoil penalty of the autofire attack, before any recoil reduction from equipment or feats.
- **Medium ROF** All targets within the area affected are potentially hit by two rounds, scored using the normal attack roll subtracted by the same recoil penalty of the autofire attack, before any recoil reduction from equipment or feats.
- **Fast ROF** All targets within the area affected are potentially hit by three rounds, scored using the normal attack roll subtracted by the same recoil penalty of the autofire attack, before any recoil reduction from equipment or feats.

> Example: A character performs an autofire attack, fast ROF, with a 9x19mm machine pistol and rolls a 21 total attack roll against four UML hexagon cardboard targets, the attack roll including recoil reductions and equipment upgrades. All four targets are hit by this attack which is scored at 21, minus the recoil reduction, which is CRP–7. 9x19mm has a CRP of –2, so the total reduction of the attack is –9, meaning that all four targets are hit at a 12 three times, giving all targets each a +4 Score Penalty per hit.

Bumpfire

All targets within the area affected are considered to be potentially hit by two rounds, scored using the normal attack roll subtracted by the same recoil penalty of the bumpfire attack, before any recoil reduction from equipment or feats.

Suppressive Fire

A participant is not allowed to perform suppressive fire attacks.

Sweeping Fire

- **Slow ROF** All targets within the area affected are potentially hit by four rounds, scored using the normal attack roll subtracted by the same recoil penalty of the sweeping fire attack, before any recoil reduction from equipment or feats.
- **Medium ROF** All targets within the area affected are potentially hit by five rounds, scored using the normal attack roll subtracted by the same recoil penalty of the sweeping fire attack, before any recoil reduction from equipment or feats.
- **Fast ROF** All targets within the area affected are potentially hit by six rounds, scored using the normal attack roll subtracted by the same recoil penalty of the sweeping fire attack, before any recoil reduction from equipment or feats.

> Example: A character performs a sweeping fire attack, fast ROF, with a 9x19mm machine pistol and rolls a 21 total attack roll against three UML hexagon cardboard targets,the attack roll including recoil reductions and equipment upgrades. All three targets are hit by this attack which is scored at 21, minus the recoil reduction, which is CRP–10. 9x19mm has a CRP of –2, so the total reduction of the attack is –12, meaning that all three targets are hit at a 10 six times, giving all targets each a +4 Score Penalty per hit.

Sprayfire

- **Slow ROF** Eight rounds are fired at a single target. The first round is scored using the normal attack roll. Each subsequent round is scored using this roll result subtracted by the same recoil penalty of the sprayfire attack multiplied by the round being scored, before any recoil reduction. Thus, the second round is scored with the normal result modified by the recoil penalty, the third by double the recoil penalty, etc. The recoil penalty is calculated before any recoil reduction.
- **Medium ROF** Ten rounds are fired at a single target. The first round is scored using the normal attack roll. Each subsequent round is scored using this roll result subtracted by the same recoil penalty of the sprayfire attack multiplied by the round being scored, before any recoil reduction. Thus, the second round is scored with the normal result modified by the recoil penalty, the third by double the recoil penalty, etc. The recoil penalty is calculated before any recoil reduction.
- **Fast ROF** Twelve rounds are fired at a single target. The first round is scored using the normal attack roll. Each subsequent round is scored using this roll result subtracted by the same recoil penalty of the sprayfire attack multiplied by the round being scored, before any recoil reduction. Thus, the second round is scored with the normal result modified by the recoil penalty, the third by double the recoil penalty, etc. The recoil penalty is calculated before any recoil reduction.

Example: A character performs a sprayfire fire attack, fast ROF, and rolls a 21 total attack roll against a UML hexagon cardboard target, the attack roll including recoil reductions and equipment upgrades. The first round is scored at 21, giving them a +2 Score Penalty. The second round is scored using the first attack roll, minus the recoil reduction, which is CRP–3. 9x19mm has a CRP of –2, so the total reduction of the second attack is –5, and the second round is scored at 16, giving them a +3 Score Penalty. The third round is scored at the total recoil penalty times 2, making the total reduction –10, and is scored at 11, giving them a +4 Score Penalty. The fourth round is scored at the total recoil penalty times 3, making the total reduction –15, and is scored at 6. This would be considered a miss as it's below the defense of 10, and would not be counted. Any subsequent rounds would also be considered misses, so the character has missed with all of the rounds after the third round.

Burst Fire

- **Two Round Burst** Two rounds are fired at a single target. The first round in a burst is scored at the normal attack roll and the second round is scored using the normal attack roll subtracted by the same recoil penalty of the burst fire attack. All recoil penalties are calculated before any recoil reduction upgrades or feats.
- **Three Round Burst** Three rounds are fired at a single target. The first round in a burst is scored at the normal attack roll, the second round is scored using the normal attack roll subtracted by the same recoil penalty of the burst fire attack and the third round is scored using the normal attack roll subtracted by the same recoil penalty of the burst fire attack multiplied by two. All recoil penalties are calculated before any recoil reduction upgrades or feats.
- **Five Round Burst** Five rounds are fired at a single target. The first round in a burst is scored at the normal attack roll, the second round is scored using the normal attack roll subtracted by the same recoil penalty of the burst fire attack, the third round is scored using the normal attack roll subtracted by the same recoil penalty of the burst fire attack multiplied by two, and the fourth and fifth rounds are each scored using the normal attack roll subtracted by the same recoil penalty of the burst fire attack multiplied by three. All recoil penalties are calculated before any recoil reduction upgrades or feats.
- **Six Round Burst** Six rounds are fired at a single target. The first round in a burst is scored at the normal attack roll, the second round is scored using the normal attack roll subtracted by the same recoil penalty of the burst fire attack, the third round is scored using the normal attack roll subtracted by the same recoil penalty of the burst fire attack multiplied by two, and the fourth, fifth, and sixth rounds are each scored using the normal attack roll subtracted by the same recoil penalty of the burst fire attack multiplied by three. All recoil penalties are calculated before any recoil reduction upgrades or feats.

Example: A character performs a burst fire attack, 5 round, and rolls a 30 total attack roll against a UML hexagon cardboard target, the attack roll including recoil reductions and equipment upgrades. The first round is scored at 30, giving them a +0 Score Penalty. The second round is scored using the first attack roll, minus the recoil reduction, which is CRP–4, because it is a burst fire attack with more than three rounds. 9x19mm has a CRP of –2, so the total reduction of the second attack is –6, and the second round is scored at 24, giving them a +1 Score Penalty. The third round is scored at the total recoil penalty times 2, making the total reduction –12, and is scored at 18, giving them a +3 Score Penalty. The fourth and fifth rounds are scored at the total recoil penalty times 3, making the total reduction –18, and is scored at 12, giving them a +3 Score Penalty per hit.

Fanning

- **Two Round Fan** Two rounds are fired at a single target. The first round in a fanning attack is scored at the normal attack roll and the second round is scored using the normal attack roll subtracted by the same recoil penalty of the fanning attack. All recoil penalties are calculated before any recoil reduction upgrades or feats.
- **Three Round Fan** Three rounds are fired at a single target. The first round in a fanning attack is scored at the normal attack roll, the second round is scored using the normal attack roll subtracted by the same recoil penalty of the fanning attack and the third round is scored using the normal attack roll subtracted by the same recoil penalty of the burst fire attack multiplied by two. All recoil penalties are calculated before any recoil reduction upgrades or feats.

> Example: A character performs a fanning attack with a .38 Special revolver and rolls a 21 total attack roll against a UML hexagon cardboard target, the attack roll including recoil reductions and equipment upgrades. The first round is scored at 21, giving them a +2 Score Penalty. The second round is scored using the first attack roll, minus the recoil reduction, which is CRP–4. .38 Special has a CRP of –1, so the total reduction of the second attack is –5, and the second round is scored at 16, giving them a +3 Score Penalty.

Slamfire

- **Two Round Slamfire** Two rounds are fired at a single target. The first round in a slamfire attack is scored at the normal attack roll and the second round is scored using the normal attack roll subtracted by the same recoil penalty of the slamfire attack. All recoil penalties are calculated before any recoil reduction upgrades or feats.
- **Three Round Slamfire** Three rounds are fired at a single target. The first round in a slamfire attack is scored at the normal attack roll, the second round is scored using the normal attack roll subtracted by the same recoil penalty of the slamfire attack and the third round is scored using the normal attack roll subtracted by the same recoil penalty of the burst fire attack multiplied by two. All recoil penalties are calculated before any recoil reduction upgrades or feats.

> Example: A character performs a slamfire attack with a 12 gauge shotgun and rolls a 21 total attack roll against a UML hexagon cardboard target, the attack roll including recoil reductions and equipment upgrades. The first round is scored at 21, giving them a +2 Score Penalty. The second round is scored using the first attack roll, minus the recoil reduction, which is CRP–4. 12 gauge has a CRP of –5, so the total reduction of the second attack is –9, and the second round is scored at 12, giving them a +4 Score Penalty.

Starting Position and Shooting Positions

Starting Position

A participant will always start in the starting position, with their firearms at either a low ready for shotguns and rifles, or in a holster, for handguns. A rangemaster can also require that a weapon be put in a "special location" such as the glove compartment of a car, in a box, or on a table. Rangemasters are encouraged to be creative with both starting locations and firearm locations.

Shooting Positions

There can be multiple shooting positions in a single run, below are some of the possible shooting positions for the targets. All targets must be engaged in the manner they are assigned, and a participant can only engage targets that they can see unobstructed.

Any Position

The participant engage the target in any position; Prone, Kneeling or Standing. The target can also be engaged at any location in the run, so long as the target is visible.

Specific Positions and Locations

The participant must engage the target while standing, sitting, kneeling or prone on a specific 5' square. Moving from this square means that they have finished engaging the targets, and are scored. Rangemasters can also allow multiple positions, and disallow others, such as being able to engage from prone or kneeling, but not standing.

Targets

USPSA/IPSC Standard, IPSC Turtleshell, or UML Hexagon Cardboard Targets

These targets are the standard cardboard targets, that encompass a target with multiple scoring locations. The higher the attack roll a participant makes against the target, lower the penalty to the score. The Rangemaster(GM) can determine how many hits are required for that target to be clear, two being the standard. Each hit is scored separately based on the attack roll the participant makes. The target can also be on a swinger, which will increase the Defense of the object by 8.

Defense	Penalties
30	+0
25	+1
20	+2
15	+3
10	+4
9 or less	+15

Table 1: Paper Target Hit Scoring

A target being behind cover will increase the Defense of the target by the applicable level of Cover. All Defenses increase evenly when cover is applied.

Pepper Poppers

These targets are steel targets that when hit with enough force will fall over, clearing them. They come in various sizes and weights. A character has to exhaust the HP of the popper to cause it to fall over.

Name	Defense	Hit Points
Large Popper	14	45
Medium Popper	20	30
Small Popper	26	15
Tiny Popper	30	8

Table 2: Pepper Poppers

Texas Stars and Death Stars

These targets are a set of 5 targets spread out in a star pattern with the targets on the tip of each star. Shooting the first target causes the weight to shift, and the target will spin, making each subsequent target harder to hit. The target is cleared when all five plates are defeated.

Target	Defense	Hit Points
First Shot	15	1
Second Shot	18	1
Third Shot	21	1
Fourth Shot	24	1
Fifth Shot	27	1

Table 3: Texas Stars

The Death Star further modifies the standard Texas Star by putting the center of the axis on a hinge, causing it to swing as it spins. The target is cleared when all five plates are defeated.

Target	Defense	Hit Points
First Shot	15	1
Second Shot	19	1
Third Shot	23	1
Fourth Shot	27	1
Fifth Shot	31	1

Table 4: Death Stars

Plate Racks

These targets are a rack of metal plates that are hinged. They are aligned in a set from 5 to 10 plates. Every plate must be knocked down in order to clear the target.. All plates have the same Defense and HP. They are all to be considered in a single 5' square.

Target	Defense	Hit Points
Plate	14	1

Table 5: Plate Rack

Spinners and Double Spinners

These targets are fixed on a hinge, that when shot, will rock and eventually spin. A single spinner has a single target that must spin at least once to be considered clear. This is accomplished by continually shooting the spinner and reducing its HP to zero. A double spinner has two targets, with a larger one on the bottom, and a smaller target on the top. Shooting the top target doubles the damage done to the target.
For every 8 CP the character spends, the target will regenerate HP at the rate indicated.

Target	Defense	Hit Points	Hit Point Regeneration
Small Spinner			
Bottom Target	22	5	5
Small Double Spinner			
Top Target	26	20	6
Bottom Target	22		
Medium Spinner			
Bottom Target	18	40	8
Medium Double Spinner			
Top Target	20	40	10
Bottom Target	18		
Large Spinner			
Bottom Target	10	60	10
Large Double Spinner			
Top Target	14	60	15
Bottom Target	10		

Table 6: Spinners and Double Spinners

Knockdown Plates and Clay Pigeons

A knockdown plate is a single metal plate sitting on a shelf. When shot, it falls to the ground and the target is considered cleared. A clay pigeon is a clay or ceramic orange disk that is flung in the air and shot (usually) by a shotgun. Clay pigeon poppers can be added to any target upon completion. When the character completes the target, the clay pigeon popper activates, throwing the clay up in the air. The character has 6 CP to defeat the clay target before it hits the ground, breaking, and counting as a complete miss of the target.

Target	Defense	Hit Points
Knockdown Plate	14	1
Clay Pigeon	20	1

Table 7: Knockdown Plates and Clay Pidgeons

Power Factors and Divisions

Divisions are split into three groups: Handgun, Shotgun, and Combat Rifle. Each group has multiple divisions that are designed to create a more fair experience between levels of shooters. Power factor is a measure of how powerful the round is. More powerful rounds may do more damage to the target, but at the cost of more recoil. Major power factor grants a score multiplier, but minor power factor allows for weaker calibers and sometimes larger magazines. There are power factors for each division. If the ammunition loading can modify the Recoil Caliber Penalty of the caliber used, then the new Recoil Caliber Penalty is used when determining power factor. Major power factor scores are calculated by multiplying the total score of the run by 0.75

Power Factor and Ammunition

Handguns

- **Minor Power Factor** Intermediate Rimless, Heavy Rimless, Light Rimmed, Heavy Rimmed or Light Rifle calibers only, that have a Recoil Caliber Penalty more than -1 but less than -4. All plasma damage weapons are all considered minor power factor.
- **Major Power Factor** Intermediate Rimless, Heavy Rimless, Light Rimmed, Heavy Rimmed or Light Rifle calibers only, that have a Recoil Caliber Penalty of -4 or more.

Approved Ammunition Only FMJ, wadcutter, semi wadcutter, semi-jacketed soft point, semi-jacketed hollow point, all match grade, or all JHP ammunition may be used during any course. Ammunition may be low pressure, standard pressure, high pressure, or over pressure. Using unapproved ammunition will cause the run to be invalidated.

Shotguns

- **Minor Power Factor** .410 Bore and 20 Gauge. All plasma damage weapons are all considered minor power factor.
- **Major Power Factor** 16, 12 and 10 Gauge.

Approved Ammunition Only 00 and #4 lead buckshot, #3, #6 and #9 lead birdshot, slugs and saboted slugs may be used during any course. The standard, mini, and magnum shells may all be used. Using unapproved ammunition will cause the run to be invalidated.

Combat Rifle

- **Minor Power Factor** Light Rifle, Intermediate Rifle or Heavy Rifle calibers only, that have a Recoil Caliber Penalty more than -1 but less than -6. All plasma damage weapons are all considered minor power factor.
- **Major Power Factor** Light Rifle, Intermediate Rifle or Heavy Rifle calibers only, that have a Recoil Caliber Penalty of -6 or more.

Approved Ammunition Only FMJ, wadcutter, semi wadcutter, semi-jacketed soft point, semi-jacketed hollow point, all match grade, or all JHP ammunition ammunition may be used during any course. Ammunition may be low pressure, standard pressure, high pressure, or over pressure. Using unapproved ammunition will cause the run to be invalidated.

Divisions

Divisions are different classes of firearms, based on their configurations. A firearm or its user will always be put in the lowest possible division it fits in, based on the equipment they are using or the upgrades on the firearm.

Handgun Divisions

Production

- **Action**
  - **Magazine Fed:** DAO, DA/SA or PA only
  - **Cylinder:** DAO or DA only
- **Size**
  - Must be Medium Sized or smaller Target, Full-size, Backup, or Holdout handgun.
- **Weight**
  - 3.1 lb or less.

- **Holsters and Gear**
  - **Holsters:** Belt Holster, Conceal Carry Holster or Tactical Holster.
  - **Other Equipment:** Tactical Holders and utility belts in any configuration. MOLLE gear and LBE is allowed for combined arms. Hearing and eye protection are required.
- **Allowed Firearm Upgrades**
  - **Barrel:** None.
  - **Frame:** Custom Grip, Fortified Frame, Clockwork Action, Detailing, and Finish.
  - **Optics:** None.
  - **Tactical:** None.
  - **Other:** High Visibility Sights, and Precision Upgrade.
- **Magazine Capacity**
  - Up to 10 rounds. Firearms with magazines larger than 10 rounds must be downloaded to 10 rounds.

Limited

- **Action**
  - **Magazine Fed:** DAO, DA/SA or PA only
  - **Cylinder:** DAO or DA only
- **Size**
  - Must be Medium Sized or smaller Target, Full-size, Backup, or Holdout handgun.
- **Weight**
  - Any
- **Holsters and Gear**
  - **Holsters:** Belt Holster, Conceal Carry Holster, or Tactical Holster.
  - **Other Equipment:** Tactical Holders and utility belts in any configuration. MOLLE gear and LBE is allowed for combined arms. Hearing and eye protection are required.
- **Allowed Firearm Upgrades**
  - **Barrel:** Ported Barrel.
  - **Frame:** Custom Grip, Fortified Frame, Grip Sight, Beveled Magazine Well, Clockwork Action, Adjustable Iron Sights, Detailing, and Finish.
  - **Optics:** None.
  - **Tactical:** Tactical Flashlight and Standard and Infrared Laser Sight.
  - **Other:** High Visibility Sights, and Precision Upgrade.
- **Magazine Capacity**
  - Up to 24 rounds. Firearms with magazines larger than 24 rounds must be downloaded to 24 rounds.

Plasma

- **Emitters**
  - **Plasma:** Semi, or charge emitters only.
  - **Laser:** Single emitters only.
- **Size**
  - Must be a plasma or laser handgun.
- **Weight**

  - Any

- **Holsters and Gear**
  - **Holsters:** Belt Holster, Conceal Carry Holster, Quickdraw Holster or Tactical Holster.
  - **Other Equipment:** Tactical Holders and utility belts in any configuration. MOLLE gear and LBE is allowed for combined arms. Hearing and eye protection are required.
- **Firearm Upgrades**
  - **Emitter:** Charge Emitter, Glow Emitter, Colored Emitter, Other emitters may be removed to make a plasma handgun legal for use.
  - **Frame:** Custom Grip, Fortified Frame, Reactive Radiator, Adjustable Iron Sights, Coolant Flush, Reserve Packs, Detailing, and Finish.
  - **Optics:** None.
  - **Tactical:** Tactical Flashlight, Standard and Infrared Laser Sight.
  - **Other:** High Visibility Sights, and Precision Upgrade.
- **Heat Capacity**
  - No more than 25 heat per coolant pack.

Open

- **Action**
  - **Magazine Fed:** DAO, DA/SA, SA, or PA only
  - **Cylinder:** DAO, SAO or DA only
- **Size**
  - Must be Medium Sized or smaller Target, Full-size, Backup, or Holdout handgun.
- **Weight**
  - Any
- **Holsters and Gear**
  - **Holsters:** Belt Holster, Conceal Carry Holster, Quickdraw Holster or Tactical Holster.
  - **Other Equipment:** Tactical Holders and utility belts in any configuration. MOLLE gear and LBE is allowed for combined arms. Hearing and eye protection are required.
- **Firearm Upgrades**
  - **Barrel:** Ported Barrel, Threaded Barrel, Extended Barrel, Precision Barrel, Match Barrel, and Muzzle Brake.
  - **Frame:** Custom Grip, Fortified Frame, Grip Sight, Beveled Magazine Well, Clockwork Action, Adjustable Iron Sights, Detailing, Fortified Frame, and Finish.
  - **Optics:** None.
  - **Tactical:** Extra Rail, Tactical Flashlight, Standard and Infrared Laser Sight.
  - **Other:** High Visibility Sights, and Precision Upgrade.
- **Magazine Capacity**
  - Up to 28 rounds. Firearms with magazines larger than 28 rounds must be downloaded to 28 rounds.

Single Action

- **Action**
  - **Magazine Fed:** SA only
  - **Cylinder:** SAO only
- **Size**
  - Must be Medium Sized or smaller Target, Full-size, Backup, or Holdout handgun.
- **Weight**
  - 3.1 lb or less
- **Holsters and Gear**
  - **Holsters:** Belt Holster, Conceal Carry Holster, Quickdraw Holster, or Tactical Holster.
  - **Other Equipment:** Tactical Holders and utility belts in any configuration. MOLLE gear and LBE is allowed for combined arms. Hearing and eye protection are required.
- **Firearm Upgrades**
  - **Barrel:** None.
  - **Frame:** Custom Grip, Fortified Frame, Clockwork Action, Detailing, Single Action Modification, and Finish.
  - **Optics:** None.
  - **Tactical:** None.
  - **Other:** High Visibility Sights, and Precision Upgrade.
- **Magazine Capacity**
  - **Magazine Fed**
    - **Minor Power Factor** Up to 10 rounds. Firearms with magazines larger than 10 rounds must be downloaded to 10 rounds.
    - **Major Power Factor:** Up to 8 rounds. Firearms with magazines larger than 8 rounds must be downloaded to 8 rounds.
  - **Cylinder**
    - **Minor Power Factor** Up to 8 rounds.
    - **Major Power Factor:** Up to 6 rounds.

Shotgun Divisions

Production

- **Action**
  - Pump Action, Slam, Lever Action, Semi-Auto, Bolt Action, or Single/Double.
- **Weight**
  - Any
- **Holsters and Gear**
  - **Slings:** Patrol Sling, Shotgun Sling, or Tactical Sling may be attached to the shotgun.
  - **Other Equipment:** Tactical Holders and utility belts in any configuration. MOLLE gear and LBE is allowed for combined arms. Hearing and eye protection are required.
- **Firearm Upgrades**
  - **Barrel:** Straight Barrel, Slug Barrel, or Choked Barrel. Barrels may be sawn off, but only to combat cut size.
  - **Frame:** Fixed Stock, Fixed Folding Stock, Fortified Frame, Folding Stock, Shotshell Holder, Clockwork Action, Detailing, and Finish.
  - **Optics:** None.
  - **Tactical:** None.
  - **Other:** High Visibility Sights, and Precision Upgrade. Extended Shotgun Magazine Tube,
- **Magazine Capacity and Type**
  - Up to 8 rounds. Firearms with magazines larger than 8 rounds must be downloaded to 8 rounds. Internal magazine only.

Limited

- **Action**
  - Pump Action, Slam, Lever Action, Semi-Auto, Bolt Action, or Single/Double.
- **Weight**
  - Any
- **Holsters and Gear**
  - **Slings:** Patrol Sling, Shotgun Sling, or Tactical Sling may be attached to the shotgun.
  - **Other Equipment:** Tactical Holders and utility belts in any configuration. MOLLE gear and LBE is allowed for combined arms. Hearing and eye protection are required.
- **Firearm Upgrades**
  - **Barrel:** Straight Barrel, Slug Barrel, Choked Barrel or Removable Choke Barrel. Barrels may be sawn off, but only to combat cut size.
  - **Frame:** Fixed Stock, Fixed Folding Stock, Fortified Frame, Folding Stock, Synthetic Stock, Speedfeed Stock, Shotshell Holder, Clockwork Action, Detailing, and Finish.
  - **Optics:** None.
  - **Tactical:** Extra Rail, Tactical Flashlight, Vertical Foregrip, and Angled Foregrip.
  - **Other:** Buttpad, High Visibility Sights, Precision Upgrade and Extended Shotgun Magazine Tube
- **Magazine Capacity and Type**
  - Up to 10 rounds. Firearms with magazines larger than 10 rounds must be downloaded to 10 rounds.

Plasma

- **Emitters**
  - Single emitters only.
- **Size**
  - Must be a beamcaster.
- **Weight**
  - Any
- **Holsters and Gear**
  - **Holsters:** Belt Holster, Conceal Carry Holster, Quickdraw Holster or Tactical Holster.
  - **Other Equipment:** Tactical Holders and utility belts in any configuration. MOLLE gear and LBE is allowed for combined arms. Hearing and eye protection are required.
- **Firearm Upgrades**
  - **Emitter:** None. Other emitters may be removed to make a beamcaster legal for use.
  - **Frame:** Custom Grip, Fortified Frame, Reactive Radiator, Adjustable Iron Sights, Coolant Flush, Reserve Packs, Detailing, and Finish.
  - **Optics:** Optics Mount, Red Dot Sight, Ghost Ring Sight, Advanced Combat Sight 1.5-3x, and Telescopic Sight 1.5-3x.
  - **Tactical:** Extra Rail, Tactical Flashlight, Standard and Infrared Laser Sight.
  - **Other:** High Visibility Sights, and Precision Upgrade.
- **Heat Capacity**
  - No more than 30 heat per coolant pack.

Open

- **Action**
  - Pump Action, Slam, Lever Action, Semi-Auto, Bolt Action, or Single/Double.
- **Weight**
  - Any
- **Holsters and Gear**
  - **Slings:** Patrol Sling, Shotgun Sling, or Tactical Sling may be attached to the shotgun.
  - **Other Equipment:** Tactical Holders and utility belts in any configuration. MOLLE gear and LBE is allowed for combined arms. Hearing and eye protection are required.
- **Firearm Upgrades**
  - **Barrel:** Straight Barrel, Slug Barrel, Choked Barrel, Threaded Straight Barrel or Removable Choke Barrel, and Muzzle Brake. Barrels may be sawn off to any length.
  - **Frame:** Fixed Stock, Fixed Folding Stock, Fortified Frame, Folding Stock, Synthetic Stock, Speedfeed Stock, Shotshell Holder, Clockwork Action, Detailing, Fortified Frame, and Finish.
  - **Optics:** Optics Mount, Red Dot Sight, Ghost Ring Sight, Advanced Combat Sight 1.5-3x, and Telescopic Sight 1.5-3x.
  - **Tactical:** Extra Rail, Tactical Flashlight, Vertical Foregrip, Angled Foregrip,Tactical Flashlight, and Standard and Infrared Laser Sight.
  - **Other:** Buttpad, High Visibility Sights, Precision Upgrade, and Extended Shotgun Magazine Tube.
- **Magazine Capacity and Type**
  - Up to 20 rounds. Firearms with magazines larger than 20 rounds must be downloaded to rounds.

Combat Rifle Divisions

Irons Service Rifle

- **Action**
  - Semi-Auto.
- **Weight**
  - Any
- **Holsters and Gear**
  - **Slings:** Patrol Sling or Tactical Sling may be attached to the rifle.
  - **Other Equipment:** Tactical Holders and utility belts in any configuration. MOLLE gear and LBE is allowed for combined arms. Hearing and eye protection are required.
- **Firearm Upgrades**
  - **Barrel:** Extended Barrel, Threaded Barrel and Bayonet Lug
  - **Frame:** Fixed Stock, Fixed Folding Stock, Fortified Frame, Folding Stock, Clockwork Action, Detailing, and Finish.
  - **Optics:** Adjustable Iron Sights.
  - **Tactical:** None.
  - **Other:** High Visibility Sights, and Precision Upgrade.
- **Magazine Capacity and Type**
  - **Minor Power Factor** Up to 30 rounds. Firearms with magazines larger than 30 rounds must be downloaded to 30 rounds.
  - **Major Power Factor:** Up to 20 rounds. Firearms with magazines larger than 20 rounds must be downloaded to 20 rounds.

Optics Service Rifle

- **Action**
  - Semi-Auto
- **Weight**
  - Any
- **Holsters and Gear**
  - **Slings:** Patrol Sling or Tactical Sling may be attached to the rifle.
  - **Other Equipment:** Tactical Holders and utility belts in any configuration. MOLLE gear and LBE is allowed for combined arms. Hearing and eye protection are required.
- **Firearm Upgrades**
  - **Barrel:** Extended Barrel, Threaded Barrel and Bayonet Lug
  - **Frame:** Fixed Stock, Fixed Folding Stock, Fortified Frame, Folding Stock, Clockwork Action, Detailing, and Finish.
  - **Optics:** Optics Mount, Red Dot Sight, Telescopic Sight, Adjustable Telescopic Sight, or Advanced Combat Sight
  - **Tactical:** Cartridge Holder
  - **Other:** Stock Cartridge Holder, High Visibility Sights, and Precision Upgrade.
- **Magazine Capacity and Type**
  - **Minor Power Factor** Up to 30 rounds. Firearms with magazines larger than 30 rounds must be downloaded to 30 rounds.
  - **Major Power Factor:** Up to 20 rounds. Firearms with magazines larger than 20 rounds must be downloaded to 20 rounds.

Manual Action Rifle

- **Action**
  - Pump Action, Lever Action, Bolt Action, or Single/Double.
- **Weight**
  - Any
- **Holsters and Gear**
  - **Slings:** Patrol Sling or Tactical Sling may be attached to the rifle.
  - **Other Equipment:** Tactical Holders and utility belts in any configuration. MOLLE gear and LBE is allowed for combined arms. Hearing and eye protection are required.
- **Firearm Upgrades**
  - **Barrel:** Extended Barrel, Threaded Barrel and Bayonet Lug
  - **Frame:** Fixed Stock, Fixed Folding Stock,Fortified Frame, Folding Stock, Clockwork Action, Detailing, and Finish.
  - **Optics:** Optics Mount, Red Dot Sight, Telescopic Sight, Adjustable Telescopic Sight, or Advanced Combat Sight.
  - **Tactical:** None.
  - **Other:** High Visibility Sights, and Precision Upgrade.
- **Magazine Capacity and Type**
  - **Minor Power Factor** Up to 15 rounds. Firearms with magazines larger than 15 rounds must be downloaded to 15 rounds.
  - **Major Power Factor:** Up to 10 rounds. Firearms with magazines larger than 10 rounds must be downloaded to 10 rounds.

Plasma

- **Emitters**
  - Semi, or charge emitters only.
- **Size**
  - Must be a plasma rifle.
- **Weight**
  - Any
- **Holsters and Gear**
  - **Slings:** Patrol Sling or Tactical Sling may be attached to the rifle.
  - **Other Equipment:** Tactical Holders and utility belts in any configuration. MOLLE gear and LBE is allowed for combined arms. Hearing and eye protection are required.
- **Firearm Upgrades**
  - **Emitter:** Charge Emitter, Glow Emitter, Colored Emitter, Other emitters may be removed to make a plasma handgun legal for use.
  - **Frame:** Custom Grip, Reactive Radiator, Adjustable Iron Sights, Coolant Flush, Reserve Packs, Detailing, and Finish.
  - **Optics:** Optics Mount, Red Dot Sight, Ghost Ring Sight, Advanced Combat Sight 1.5-3x, and Telescopic Sight 1.5-3x.
  - **Tactical:** Extra Rail, Tactical Flashlight, Standard and Infrared Laser Sight.
  - **Other:** High Visibility Sights, and Precision Upgrade.
- **Heat Capacity**
  - No more than 90 heat per coolant pack.

Open

- **Action**
  - Pump Action, Lever Action, Semi-Auto, Bolt Action, or Single/Double.
- **Weight**
  - Any
- **Holsters and Gear**
  - **Slings:** Patrol Sling or Tactical Sling may be attached to the rifle.
  - **Other Equipment:** Tactical Holders and utility belts in any configuration. MOLLE gear and LBE is allowed for combined arms. Hearing and eye protection are required.
- **Firearm Upgrades**
  - **Barrel:** Extended Barrel, Heavy Barrel, Ported Barrel, Match Barrel, Precision Barrel, Threaded Barrel, Short Barrel Rifle, Suppressor, Compensator, Muzzle Brake, and Bayonet Lug
  - **Frame:** Fixed Stock, Fixed Folding Stock, Folding Stock, Ergonomic Stock, Pistol Grip, Synthetic Stock, Clockwork Action, Detailing, Stock Mag Pouch, Buttpad, Stripper Clip Guide, Fortified Frame, and Finish.
  - **Optics:** Optics Mount, Red Dot Sight, Telescopic Sight, Adjustable Telescopic Sight, Canted Sights, Ghost Ring Sights, Adjustable Iron Sights, and Advanced Combat Sight
  - **Tactical:** Extra Rail, Cartridge Holder, Vertical Foregrip, Angled Foregrip, Vertical Grippod, Tactical Flashlight, Standard and Infrared Laser Sight, and Bipod
  - **Other:** Stock Cartridge Holder, High Visibility Sights, and Precision Upgrade.
- **Magazine Capacity and Type**
  - **Minor Power Factor** Up to 50 rounds. Firearms with magazines larger than 50 rounds must be downloaded to 50 rounds.
  - **Major Power Factor:** Up to 30 rounds. Firearms with magazines larger than 30 rounds must be downloaded to 30 rounds.

Underbarrel Open

- **Action**
  - Pump Action, Lever Action, Semi-Auto, Bolt Action, or Single/Double.
- **Weight**
  - Any
- **Holsters and Gear**
  - **Slings:** Patrol Sling or Tactical Sling may be attached to the rifle.
  - **Other Equipment:** Tactical Holders and utility belts in any configuration. MOLLE gear and LBE is allowed for combined arms. Hearing and eye protection are required.
- **Firearm Upgrades**
  - **Barrel:** Extended Barrel, Heavy Barrel, Ported Barrel, Match Barrel, Precision Barrel, Threaded Barrel, Short Barrel Rifle, Suppressor, Muzzle Brake, and Bayonet Lug
  - **Frame:** Fixed Stock, Fixed Folding Stock, Fortified Frame, Folding Stock, Ergonomic Stock, Pistol Grip, Synthetic Stock, Clockwork Action, Detailing, Stock Mag Pouch, Buttpad, Stripper Clip Guide, Fortified Frame, and Finish.
  - **Optics:** Optics Mount, Red Dot Sight, Telescopic Sight, Adjustable Telescopic Sight, Canted Sights, Ghost Ring Sights, Adjustable Iron Sights, and Advanced Combat Sight
  - **Tactical:** Extra Rail, Cartridge Holder, Vertical Foregrip, Angled Foregrip, Vertical Grippod, KAC Masterkey, M26 SASS, SIX12 Mounted, Tactical Flashlight, Standard and Infrared Laser Sight, and Bipod
  - **Other:** Stock Cartridge Holder, High Visibility Sights, and Precision Upgrade.
- **Magazine Capacity and Type**
  - **Minor Power Factor** Up to 50 rounds. Firearms with magazines larger than 50 rounds must be downloaded to 50 rounds.
  - **Major Power Factor:** Up to 30 rounds. Firearms with magazines larger than 30 rounds must be downloaded to 30 rounds.

Full Auto Open SMGs, Machine Pistols, and Machine Guns may be used in Full Auto Open.

- **Action**
  - Semi Auto is required. Firearm can have 2rb/3rb or Full Auto rate of fire as well.
- **Weight**
  - Any
- **Holsters and Gear**
  - **Slings:** Patrol Sling or Tactical Sling may be attached to the rifle.
  - **Other Equipment:** Tactical Holders and utility belts in any configuration. MOLLE gear and LBE is allowed for combined arms. Hearing and eye protection are required.
- **Firearm Upgrades**
  - **Barrel:** Extended Barrel, Heavy Barrel, Ported Barrel, Match Barrel, Precision Barrel, Threaded Barrel, Short Barrel Rifle, Compensator, Suppressor, Muzzle Brake, and Bayonet Lug
  - **Frame:** Fixed Stock, Fixed Folding Stock, Fortified Frame, Folding Stock, Ergonomic Stock, Pistol Grip, Detachable Stock, Integral Stock, Beveled Magazine Well, Synthetic Stock, Clockwork Action, Full Auto Upgrade, Burst Fire Upgrade, Detailing, Stock Mag Pouch, Buttpad, Stripper Clip Guide, Fortified Frame and Finish.
  - **Optics:** Optics Mount, Red Dot Sight, Telescopic Sight, Adjustable Telescopic Sight, Canted Sights, Ghost Ring Sights, Adjustable Iron Sights, Laser Sights and Advanced Combat Sight
  - **Tactical:** Extra Rail, Cartridge Holder, Vertical Foregrip, Angled Foregrip, Vertical Grippod, Tactical Flashlight, Lanyard, Standard and Infrared Laser Sight, and Bipod
  - **Other:** Stock Cartridge Holder, High Visibility Sights, and Precision Upgrade.
- **Magazine Capacity and Type**
  - **Minor Power Factor** Up to 50 rounds. Firearms with magazines larger than 50 rounds must be downloaded to 50 rounds.
  - **Major Power Factor:** Up to 30 rounds. Firearms with magazines larger than 30 rounds must be downloaded to 30 rounds.

Equipment

MOLLE

Modular Lightweight Load-carrying Equipment (MOLLE) is customizable load-bearing equipment utilized by various armed forces. MOLLE can be configured to the user's specifications, based on the needs of the user. MOLLE has a number of attachment slots, that can be filled by various pouches.

Kit Pouch (1 slot per 5 pounds) This pouch can hold a small kit, keeping it on hand at all times for quick use.

Small Holster Pouch (1 slot) This pouch encompasses a holster that holds a firearm of Small or smaller size.

Large Holster Pouch (2 slots) This pouch encompasses a holster that holds a firearm of Medium or smaller size.

Single Large Magazine Pouch (1 slot) This pouch can hold a single rifle, machine pistol, or SMG magazine with a capacity of 60 rounds or less, or a shotgun magazine with a capacity of 10 rounds or less. Using magazine pouches negates the necessity to spend CP to reach into a pack to retrieve magazines/speedloaders.

Dual Large Magazine Pouch (1 slot) This pouch can hold two rifle, machine pistol, or SMG magazines with a capacity of 60 rounds or less, or a shotgun magazine with a capacity of 10 rounds or less. Using magazine pouches negates the necessity to spend CP to reach into a pack to retrieve magazines/speedloaders.

Quad Large Magazine Pouch (3 slot) This pouch can hold four rifle, machine pistol, or SMG magazines with a capacity of 60 rounds or less, or a shotgun magazine with a capacity of 10 rounds or less. Using magazine pouches negates the necessity to spend CP to reach into a pack to retrieve magazines/speedloaders.

Sextuple Large Magazine Pouch (4 slot) This pouch can hold six rifle, machine pistol, or SMG magazines with a capacity of 60 rounds or less, or a shotgun magazine with a capacity of 10 rounds or less. Using magazine pouches negates the necessity to spend CP to reach into a pack to retrieve magazines/speedloaders.

Small Magazine/Speedloader Pouch (1 slot) This pouch can hold up to two handgun magazines or two speedloaders. Using magazine pouches negates the necessity to spend CP to reach into a pack to retrieve magazines/speedloaders.

Shell Pouch (1 slot) This pouch can hold twenty five shotgun shells of any caliber.

Cased Ammunition Pouch (1 slot) This pouch can hold fifty rounds of cased ammunition, either in stripper clips or loose rounds.

Grenade Pouch (1 slot) This pouch can hold two grenades, either hand grenades or grenade launcher grenades.

Shell Loops (1 slot) This pouch is a simple group of elastic loops made to hold shotgun shells. The loops can hold six shells of any gauge. Using shell loops negates the necessity to spend CP to reach into a pack to retrieve ammunition.

Cartridge Loops (1 slot) This pouch is a simple group of elastic loops made to hold cased rounds. The loops can hold ten rounds of any caliber. Using cartridge loops negates the necessity to spend CP to reach into a pack to retrieve ammunition.

Utility Pouch (2 slots) This general purpose pouch can hold small electronic devices, such as a radio, GPS, cell phone, or other devices. Utility pouches can also be used to carry up to 100 round linked belts of ammunition. It can comfortably hold 4 lbs of gear that is small sized or smaller.

Plate Carrier Pouch (6 slots) This pouch is specially built to hold trauma plates that can help decrease damage taken.

Weapon Carrier Loops (6 slots) These loops secure a Large weapon to the back of the wearer, allowing them to carry a Large weapon without a sling. It takes 5 minutes to attach or remove a weapon from these loops.

Quiver Pouch (3 slots) This pouch holds 20 arrows or crossbow bolts.

Sheath Pouch (1 slot) This pouch encompasses a sheath that holds a melee weapon of Small or smaller size.

Canteen Pouch (1 slot) This pouch can hold a single canteen for easy use and access.

Backpack Pouch (5 slots) This pouch can hold up to 30 lbs of any gear that is sized Medium or smaller.

Magazine Feeder Pouch (7 slots) This pouch can hold ten rifle, machine pistol, or SMG magazines with a capacity of 30 rounds or less, or a shotgun magazine with a capacity of 5 rounds or less, in a hopper type system. Using magazine pouches negates the necessity to spend CP to reach into a pack to retrieve magazines/speedloaders.

Dump Pouch (2 slots) This pouch is used to retain empty magazines and speedloaders, keeping them on one's equipment and removing the need to go retrieve them after use. This pouch can hold up to ten magazines or speedloaders with a capacity of 60 rounds or less per magazine or speedloader. It cost no CP to drop a magazine or speedloader into the pouch, but cost 9 CP per item to remove a magazine or speedloader from the pouch, due to it's retention design.

Hydration Pouch (4 slots)

This pouch carries a hydration bladder that holds 16 units of desired liquid, usually water.

Object	Sz	Wt	Cost	Restr
Kit Pouch	S	0.5	3/slot	None
Small Holster Pouch	S	0.3	1	None
Large Holster Pouch	S	0.5	2	None
Single Large Magazine Pouch	S	0.5	1	None
Dual Large Magazine Pouch	S	0.7	2	None
Quad Large Magazine Pouch	S	0.8	3	None
Sextuple Large Magazine Pouch	S	1.0	3	None
Small Magazine/Speedloader Pouch	S	0.5	1	None
Shell Pouch	S	0.5	1	None
Cased Ammo Pouch	S	0.5	1	None
Grenade Pouch	S	0.6	1	None
Shell Loops	S	0.3	1	None
Cartridge Loops	S	0.3	1	None
Utility Pouch	S	0.7	1	None
Plate Carrier Pouch	L	1.1	5	None
Weapon Carrier Loops	M	0.7	4	None
Quiver Pouch	M	1.0	2	None
Sheath Pouch	S	0.6	1	None
Canteen Pouch	S	1.0	1	None
Backpack Pouch	M	2.0	2	None
Magazine Feeder Pouch	M	4.0	22	None
Hydration Pouch	M	2.5	4	None

Table 8: Equipment, MOLLE

Weapon Accessories

Weapon accessories include holsters and sheaths to hold weapons, quivers and ammo pouches to keep ammunition close by, as well as cases to store larger weapons.

Holsters A device used to hold or restrict the undesired movement of a firearm, most commonly in a location where it can be easily withdrawn for immediate use. Holsters allow a character to draw a firearm for 3 Combat Points. Holsters are generally available for all Medium or smaller firearms. A character can not have more than 5 belt devices on their belt at one time, including holsters, holders, caddys, and sheaths.

Belt Holster A simple, no-frills holster that slips through a belt and is usually made of leather or kydex. It holds any Medium or smaller firearm. Because of its placement, it can only be concealed with outerwear and even then it grants a –4 penalty to all Stealth checks to hide the gun.

Concealed Carry Holster This holster is worn on the belt inside the waistband or in the small of the back. This holster grants a +2 bonus to Stealth checks to hide all Small or smaller guns.

Tactical Holster and Caddy This holster is worn on the thigh, with a strap attaching it to the belt, or on the hip, attached to a belt. It also comes with a tactical caddy, which can be purchased in any combination to hold handgun magazines, speedloaders, taser cartridges, standard flashlights, three shotgun shells, six loose cased rounds, or pairs of handcuffs. A tactical caddy can be purchased to hold a single handgun magazine and a pair of handcuffs, for example. A tactical caddy can also be purchased to hold a single PDW or rifle magazine that holds 20 rounds or less, or a single shotgun magazine that holds 5 rounds or less. Using a tactical caddy eliminates the need to spend CP to reach into a pocket or bag to retrieve the holstered items. A tactical caddy can also be purchased by itself for 1 WP.

Quick Draw Holster This holster, worn on the belt or hip, is designed for characters who wish to have a faster draw with their weapon. A quick draw holster is designed for a specific firearm, and can not be used with any other firearm but the one it was designed for. A quick draw holster can be purchased for all Medium or smaller firearms. When drawing from a quick draw holster it cost 1 less Combat Point.

Gun Belt A loose leather holster that allows the gun to sit comfortably in the holster, commonly used with single action revolvers, but it can be purchased for any Medium or smaller gun. The single gun holster holds one gun and 36 extra cartridges on the belt, and the dual gun holster holds two guns and 24 extra cartridges on the belt. The shotgun version of this holster can hold a single gun, and 15 shotgun shells.

LBE Gear Load Bearing Equipment is equipment used to carry a fighting load, and keep it handy at all times. When using a LBE rig, the weight of all weapons and equipment in the rig is halved. LBE gear can be worn over any armor that doesn't have any MOLLE slots or attachments. They are also printed in camouflage patterns: woodland, desert, winter, urban (gray patterned), and black are available. When worn in an appropriate setting, LBE gear grants a +2 bonus on Stealth checks. Using LBE gear eliminates the need to spend CP to reach into a pocket or bag to retrieve ammunition or magazines/speedloaders stored on the LBE gear, but not holstered weapons or items.

Pistol Rig A pistol rig has a tactical holster, spaces for six handgun magazines or speedloaders, a grenade loop that can hold a single grenade and two utility pouches, that can comfortably hold 6 lbs of Small or smaller objects each.

PDW Rig A PDW rig has spaces for six SMG or machine pistol magazines with a capacity of 60 rounds or less, two grenade loops that can hold a single grenade each, and a utility pouch that can comfortably hold 6 lbs of Small or smaller objects.

Hunting Rig A hunting rig has shell/cartridge loops that can hold forty shotgun shells or loose cartridges, two grenade loops that can hold a single grenade each and two utility pouches that can comfortably hold 6 lbs of Small or smaller objects.

Rifle Rig A rifle rig has spaces for four rifle magazines with a capacity of 60 rounds or less, two grenade loops that can hold a single grenade each, and a utility pouch that can comfortably hold 6 lbs of Small or smaller objects.

Machinegun Rig A machinegun rig has spaces for two linked boxes or magazines with a capacity of 300 rounds or less, two grenade loops that can hold a single grenade each, and a utility pouch that can comfortably hold 6 lbs of Small or smaller objects.

Removable Magazine A device that stores cartridges in an encasing, that is removable from the firearm. The magazine functions by moving the cartridges stored in the magazine into a position where they may be loaded into the chamber by the action of the firearm. For weapons that use a removable magazine, a character can purchase extras. Loading these extra magazines ahead of time and keeping them in a handy place makes it easy to reload a weapon in combat. The price and capacity of a removable magazine is listed with the weapon's statistics.

Double-Magazine Clip Sometimes referred to as a "jungle-style magazine", this accessory binds two machine pistol, rifle, SMG, machine gun, or shotgun box magazines together for quicker reloading, allowing the user to perform one reload at 1 less Combat Point, and negates the need to reach into a pack to retrieve the stored magazine. The character must be proficient in the weapon he is using in order to take advantage of this accessory. A character may also duct tape two magazines together for the same effect but the weapon gets a –5 penalty to Stealth checks to hide the weapon when using this method. The clip must be purchased for a specific type of magazine, and is not compatible with any other magazine.

Speedloader A speedloader holds a number of cartridges in a ring, in a position that mirrors the chambers in a revolver cylinder. Using a speedloader saves time in reloading a revolver, since a character can insert all the cartridges at once, however a character has to remove all of the cartridges, both fired and unfired, from the revolver's cylinder. Speedloaders come in sizes from five to nine rounds, in various calibers. Speedloaders can be purchased in any size and any caliber, and cost 1 WP per 2 speedloaders in that configuration.

Shell Belt A belt that is specially made to hold 25 shotgun shells for quick access but disallows the wearing of any holster or gunbelt when worn. Using a shell belt eliminates the need to spend CP to reach into a pack to retrieve ammunition.

Shell Bag A canvas bag worn on the waist that holds up to 45 shotgun shells for quick access. It doesn't keep the shells separated and multiple shells will often mix up in the bag. Using a shell bag eliminates the need to spend CP to reach into a pack to retrieve ammunition.

Shell Caddy A small metal caddy worn on the belt, that discreetly holds 4 shotgun shells for quick access. Because of its size, it is easily concealable and grants a +3 to all Stealth checks to hide it. Using a shell caddy eliminates the need to spend CP to reach into a pack to retrieve ammunition. A character can not have more than 5 belt devices on their belt at one time, including holsters, caddys, and sheaths.

Magazine Caddy A small metal or plastic caddy worn on the belt and holds a single rifle or SMG magazine with a capacity of 30 rounds or less, or a single shotgun magazine with a capacity of 10 rounds or less. Using a magazine caddy eliminates the need to spend CP to reach into a pack to retrieve ammunition. A character can not have more than 5 belt devices on their belt at one time, including holsters, caddys, and sheaths.

Cartridge Belt A cartridge belt is a belt that is specially made to hold 55 cased rounds for quick access, but disallows the wearing of a belt holster, quick draw holster, tactical holster, concealed carry holster, undercover holster, or a gunbelt when worn. Using a cartridge belt eliminates the need to spend CP to reach into a pack to retrieve ammunition.

Battle Belt A battle belt is a belt that has MOLLE loops on it, allowing for a customized belt. It has 5 MOLLE slots, but can not be ugraded with any other MOLLE slots. A Battle belt disallows the wearing of a belt holster, quick draw holster, tactical holster, concealed carry holster, undercover holster, or a gunbelt when worn.

Bandolier A strap of leather or nylon webbing that is worn around the shoulder and holds ammunition or objects. Commonly worn when hunting or to carry more items readily available. Using a bandolier eliminates the need to spend CP to reach into a pack to retrieve a stored object but also makes it clearly visible.

Shell Bandolier Holds 60 shotgun shells.

Cased Round Bandolier Holds 45 rounds of cased ammunition.

Coolant Packs

Coolant packs are the primary means of plasarms, elarms, and lasarms to remove heat and keep firing without overheating. If a plasarm, elarm, or lasarm does not have a coolant pack inserted into it, it will not fire. Coolant packs come in various types and various efficiencies, but all coolant packs fit all plasarms, elarms, lasarms, and plasma systems. Unless otherwise noted, it takes a coolant pack 24 hours to cool once it has been used.

Standard Coolant Pack Made by multiple manufacturers, this pack is made with a refrigerant gel surrounding a liquid nitrogen core. It provides standard coolant rules.

QuickCool Coolant Pack Built with a sensor and an automatic valve that allows for better coolant times for the coolant pack. This pack takes 12 hours to cool on its own, or 2 hours if placed in a chiller.

High Efficiency Coolant Pack Made from a very efficient refrigerant gel, that allows it to displace heat at all times. It grants +10 Heat when used in any plasarm, lasarm, or elarm and can soak an additional 30 points of plasma or electrical damage in any armor that uses coolant packs.

Extended Armor Coolant Pack Designed primarily around its use in armor, granting +2 DR/Plasma and Electricity and can soak an additional 15 points of plasma or electrical damage in any armor that uses coolant packs, but provides ½ the normal heat when used in any plasarm, lasarm, or elarms.

Quick Charge Armor Coolant Pack Designed primarily around its use in armor, it reduces the time it takes for plasma shielding to recharge to 1 round, but reduces the total amount of plasma damage the armor can soak by ½, rounded up. When used in plasarms, lasarms, or elarms it provides ½ the normal Heat.

Object	Sz	Wt	Cost	Restr
Double Magazine clip	T	0.3	4	None
Speedloader (2)	T	0.5	1	None
Shell Belt	M	1.0	3	None
Cartridge Belt	M	1.0	3	None
Battle Belt,	M	1.5	3	None
Bandolier, Shell	M	2.0	2	None
Bandolier, Cased Round	M	2.0	4	None
Shell Bag	S	1.0	1	None
Shell Caddy	D	0.4	1	None
Magazine Caddy	D	0.4	2	None
Refill Tube (4)	S	6.0	1	None
Holster, Belt	S	1.0	1	None
Holster, Concealed Carry	S	0.6	2	None
Holster, Tactical	S	1.2	2	None
Holster, Quick Draw	S	2.0	9	None
Holster, Gunbelt	M	3.0	4	None
LBE Gear, Pistol Rig	M	2.0	3	None
LBE Gear, PDW Rig	M	2.0	2	None
LBE Gear, Hunting Rig	M	2.0	2	None
LBE Gear, Rifle Rig	M	2.0	2	None
Coolant Pack, Standard	T	0.3	1	None
Coolant Pack, QuickCool	T	0.3	3	None
Coolant Pack, High Efficiency	T	0.3	4	None
Coolant Pack, EXArmorCool	T	0.2	3	None
Coolant Pack, QCArmorCool	T	0.2	3	None

Table 9: Equipment, Weapon Accessories

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